

## ABSTRACT

A method and apparatus is disclosed for advanced leadership training simulation wherein the simulation teaches skills in leadership and related topics through an Internet-based distance-learning architecture. The distance-learning features link trainees at remote locations into a single collaborative experience via computer networks. Instructional storylines are created and programmed into a computer and then delivered as a simulated but realistic story to one or more participants. The participants' reactions are monitored and compared with expected results. The storyline may be altered in response to the participants' responses, and synthetic characters may be generated to act as automated participants or coaches. Constructive feedback is provided to the participants during or after the simulation.

FOOTNOTES